"Hiding" Cha	irt						
How their rolls are	effected if they are hid	ling/stealthing in:					
	Bright Light	Shaded Light	Dim Light	Darkness			
Exposed	AUTO FAIL	AUTO FAIL	Normal Roll	SUCCESS*			
1/2 Cover	Disadvantage	Disadvantage	Normal Roll	SUCCESS*			
3/4 Cover	Normal Roll	Normal Roll	Advantage	SUCCESS*			
Total Cover	Normal Roll	Advantage	Advantage	SUCCESS*			
Passive Steal	th Chart						
How their rolls are effected if they are hiding/stealthing in:							
	Bright Light	Shaded Light	Dim Light	Darkness			
Exposed	AUTO FAIL	AUTO FAIL	Standard	SUCCESS*			
1/2 Cover	(-5)	(-5)	Standard	SUCCESS*			
3/4 Cover	Standard	Standard	(+5)	SUCCESS*			
Total Cover	Standard	(+5)	(+5)	SUCCESS*			
Seeking (Perc	ention) Chart						
Seeking (Perception) Chart How their rolls are effected if they are seeking a creature							
	Bright Light	Shaded Light	Dim Light	Darkness			
Exposed	SUCCESS*	SUCCESS*	Normal Roll	AUTO FAIL			
1/2 Cover	Advantage	Advantage	Normal Roll	AUTO FAIL			
3/4 Cover	Normal Roll	Normal Roll	Disadvantage	AUTO FAIL			
Total Cover	Normal Roll	Disadvantage	Disadvantage	AUTO FAIL			
	Passive Perception Chart						
Passive Perce	eption Chart						
	eption Chart	eking a creature in:					
	•	eking a creature in:	Dim Light	Darkness			
	effected if they are see		Dim Light Standard	Darkness AUTO FAIL			
How their rolls are	effected if they are see Bright Light	Shaded Light					
How their rolls are Exposed	effected if they are see Bright Light SUCCESS*	Shaded Light SUCCESS*	Standard	AUTO FAIL			
How their rolls are Exposed 1/2 Cover	effected if they are see Bright Light SUCCESS* (+5)	Shaded Light SUCCESS* (+5)	Standard Standard	AUTO FAIL			
Exposed 1/2 Cover 3/4 Cover Total Cover	effected if they are see Bright Light SUCCESS* (+5) Standard	Shaded Light SUCCESS* (+5) Standard (-5)	Standard Standard (-5)	AUTO FAIL AUTO FAIL AUTO FAIL			
Exposed 1/2 Cover 3/4 Cover Total Cover Passive "Stea	effected if they are see Bright Light SUCCESS* (+5) Standard Standard	Shaded Light SUCCESS* (+5) Standard (-5) Chart	Standard Standard (-5)	AUTO FAIL AUTO FAIL AUTO FAIL			
Exposed 1/2 Cover 3/4 Cover Total Cover Passive "Stea	effected if they are see Bright Light SUCCESS* (+5) Standard Standard	Shaded Light SUCCESS* (+5) Standard (-5) Chart	Standard Standard (-5)	AUTO FAIL AUTO FAIL AUTO FAIL			
Exposed 1/2 Cover 3/4 Cover Total Cover Passive "Stea	effected if they are see Bright Light SUCCESS* (+5) Standard Standard Ith Encounter'' Ceffected if they are his	Shaded Light SUCCESS* (+5) Standard (-5) Chart ling/stealthing in:	Standard Standard (-5) (-5)	AUTO FAIL AUTO FAIL AUTO FAIL AUTO FAIL			
Exposed 1/2 Cover 3/4 Cover Total Cover Passive "Steathow their rolls are	effected if they are see Bright Light SUCCESS* (+5) Standard Standard Ith Encounter" Ceffected if they are hid Bright Light	Shaded Light SUCCESS* (+5) Standard (-5) Chart ling/stealthing in: Shaded Light	Standard Standard (-5) (-5) Dim Light	AUTO FAIL AUTO FAIL AUTO FAIL AUTO FAIL Darkness			
Exposed 1/2 Cover 3/4 Cover Total Cover Passive "Steathow their rolls are	effected if they are see Bright Light SUCCESS* (+5) Standard Standard Ith Encounter" Ceffected if they are hid Bright Light AUTO FAIL	Shaded Light SUCCESS* (+5) Standard (-5) Chart ling/stealthing in: Shaded Light AUTO FAIL	Standard Standard (-5) (-5) Dim Light Standard	AUTO FAIL AUTO FAIL AUTO FAIL AUTO FAIL Darkness (+5)			

Needs to change becuase it is no longer just visibility it is now sound, smell, changed scenery all that stuff
Law of diminishing returns
Give them a reroll if they are moving at half speed?
Intelligence rolls to "muffle" their armor?
Wisdom saving throws to know what to do?
Insight to decide what the guard might do
Nature check to realize how an environment would respond
Performance to blend in with a crowd
Persuasion to bribe
Intimidation to get them to let you go (John Wick)
Intelligence for coup de gras

Stealth Bonus Chart				
How their rolls are	effected if they are hid			
	Bright Light	Shaded Light	Dim Light	Darkness
Exposed	AUTO FAIL	(-5)	Standard	SUCCESS*
1/2 Cover	(-5)	(-2)	(+2)	SUCCESS*
3/4 Cover	Standard	(+2)	(+5)	SUCCESS*
Total Cover	Standard	(+5)	(+8)	SUCCESS*